

that a plurality of lines of sight extend through said first display surface and the second display surface.

31. The gaming device of claim 29, wherein the depth of the three dimensional image is an actual depth based on the distance D.

32. The gaming device of claim 29, wherein the depth of the three dimensional image is an actual depth equal to the distance D.

33. The gaming device of claim 29, wherein the depth of the three dimensional image is partly an actual depth and partly a perceived depth based on the distance D and height and width of each part of the image on each display surface.

34. The gaming device of claim 29, wherein the depth of the image has a perceived depth greater in magnitude than the distance D.

35. A gaming device comprising:

at least one wagering game;

a processor which controls the wagering game;

a housing; and

a display device controlled by the processor and mounted in the housing, said display device including an exterior display screen having a predetermined see-through area, an interior display screen having a predetermined see-through area and aligned with the exterior display screen, and a back light aligned with the exterior and interior display screens, wherein said exterior display screen, said interior display screen and said back light are operable to produce a plurality of images or portions of an image in three actual dimensions.

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